XXDECODE.DOC

by David Kirschbaum <kirsch@sesi.com>

XXDECODE xxdecodes xxencoded files to original binary form. It is compatible with the Unix (and other) xxencode/xxdecode utilities.

Usage:

```
      XXDECODE<RETURN>
```

Displays usage message, prompts for input file name.

```
      XXDECODE [-o ][d:][\path\]filename.xxe
```

Produces a xxdecoded file, with the filename taken from within the xxencoded file (which might include a path), (provided the filename doesn't exist. Use the "-o" (or "/o") switch to force overwriting of any existing output file.)

```
      XXDECODE /?  (or -?)
```

Writes a brief help screen to STDOUT and terminates.

Notes:

XXDECODE checks for existing files with the same name as the newly created output file. It will produce an error message and abort if it finds one! (Use the "-o" switch to force overwriting existing files.)

XXDECODE will accept an input path\filename up to 80 chars long, and will prompt if none is specified.

A xxdecoded filename is taken from the xxencoded source file and is written to the current directory (or to the path included in the file header).

Input files may be any length.

xxencoded file headers (mailing headers, etc.) need not be removed. However, any spurious lines between the "begin" and "end" lines MUST be removed.

Anything beyond the "end" line is ignored. If no "end" is found, the output file is saved, but an error message is displayed.

Certain xxencoders append a "checksum" character to the end of each xxencoded line. XXDECODE ignores these.

xxencoded files generated or moved through a Unix system may have LF (ASCII 10) line endings instead of the DOS-convention CR/LF (ASCII 13/10) endings. XXDECODE will handle those LF ends of line as well. you MAY get a "end not found" message, but the xxdecoded file will be intact.

Certain systems and mailers will strip off trailing spaces on lines. XXDECODE attempts to replace them.